



NBA08

featuring
Block Party



SONY



COMPUTER
ENTERTAINMENT ®

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

NBA 08 Tips and Hints

Game Hint Guide Information PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com. Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

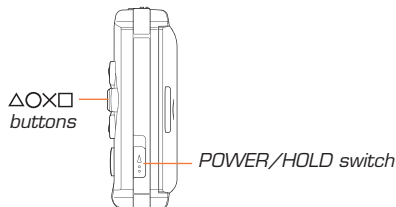
Call this number for technical support, installation or general questions regarding PSP® and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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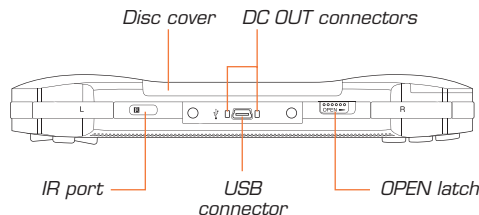
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GETTING STARTED

Right side view



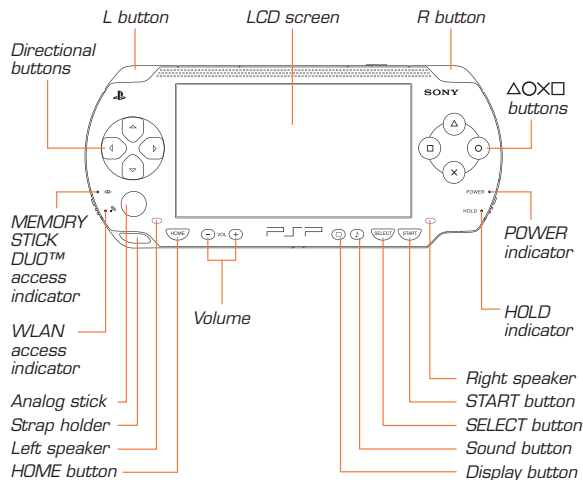
Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the **NBA 08** disc with the label facing the system rear; slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press **ⓧ** of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD while it is playing.

PSP® (PlayStation®Portable) system configuration



MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ or Memory Stick PRO Duo™ into the Memory Stick Duo™ slot of your PSP®. You can load saved game data from the same memory stick, or any Memory Stick Duo™ containing previously saved games.

Note: A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 256 KB of free space is required for a "Save Game" file.

Saving Profiles and Settings

Your profile and settings are automatically saved after changing settings and options and when you return to the Main Menu.

STARTING UP

Auto Save

As you progress, a message will appear on screen indicating your profile and settings are being saved. While this message is on screen, **DO NOT** remove the Memory Stick Duo™ or Memory Stick PRO Duo™ or turn off your console.

Loading Saved Game Settings

Your saved game settings will automatically be loaded when first booting up **NBA 08**. You can also choose to manually load saved data at the My Profile Menu by selecting **MANAGEMENT** and then choosing **LOAD**.

WIRELESS (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes: Ad Hoc and Infrastructure mode. **Note: NBA 08** supports Ad Hoc and Infrastructure Modes. Please see the Multiplayer section of this manual for further details.

NBA 08 is only playable online via the Infrastructure mode for the PSP® system.

In order to get online, it is a requirement that you connect your PSP system online via a wireless access point or wireless router that is 802.11b compatible. For more information on your wireless router's 802.11b compatibility, check with the manufacturer of the router. Player responsible for Wi-Fi fees.

Infrastructure Mode

Infrastructure mode is a Wi-Fi feature that allows the PSP system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point and PC. For further information and setting up details, please refer to the PSP system's Instructional Manual. **Note:** A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network

Ad hoc Mode

Ad hoc mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.

CONTROLS

Menu Controls

Select Menu Item	analog stick or directional buttons
Change setting	directional buttons ←/→
Confirm/Accept selection	ⓧ
Previous screen	△
Pause/Start game	START

Offensive Controls

Move Player	analog stick
Spin/Post-Up	△
Pass	ⓧ
Shoot	○ (hold) and release when Shot Meter is green.
Crossover	□
Icon Passing	L (hold) + ⓧ, □, △, ○ or R
Turbo	R
Timeout	SELECT
Alley-Oops	ⓧ + ○
Pump Fake	○ (tap)
Pause game	START

Defensive Controls

Move Player	analog stick
Block/Jump/Dive	△
Change Player	ⓧ
Take Charge	○
Steal	□
Turbo	R
Icon Switching	L (hold) + ⓧ, □, △, ○ or R
Intentional Foul	SELECT
Pause game	START

User Play Calling Controls

Run Baseline	directional button ↑
Post-Up	directional button ↓
Send Cutter	directional button ←
Set Pick	directional button →



START A NEW GAME

Press **X** at the Title Screen to go to the Main Menu. When asked if you would like to create an **NBA 08** Profile, press **Y**.

Player Profile

You must create a Player Profile to save your player statistics and go Online. The Player Profile is stored on a Memory Stick Duo™ or Memory Stick PRO Duo™. When prompted to create a profile, press **Y** and enter your player name, location, age, and favorite team using the virtual keyboard. The Autosave feature will save all future data to your profile.



MAIN MENU

Use the analog stick or directional buttons to highlight a selection and press **X** to confirm your choice. Press **SELECT** for a quick HELP menu and press **Y** to view the game's credits.

Quick Play

Jump straight into a quick game with predetermined match-ups. Select from Exhibition, All-Star, Pickup and Online modes.

Exhibition Mode

Exhibition games are single-game formats matching up any two teams from the league. You may choose from this year's NBA teams.

All-Star Game

Play a game with the Eastern and Western All-Star teams.

Pickup Game

Choose from ten randomly selected NBA players for a playground-style match-up.

Online

Play against your friends using the PSP® system's wireless abilities. For more information on Online modes, see Multiplayer, pg. 14.

Download Content

Download additional **NBA 08** related content.

Block Party

Play a large number of mini games or participate in several All-Star events.

All-Star Weekend

Participate in a variety of All-Star Weekend events, including an All-Star game, Skills Challenge, and a 3 Point Contest.

PLAYING THE GAME

Carnival

Participate in carnival-like Mini Games, including Hot Shot!, Pinball, and Big Shooter. Win Tickets to purchase unlockable content including throwback jerseys and videos.

Mini Games

Take to the court with a host of pick-up and play mini games, including Fastbreak, Own the Court, Elimination, Horse and everyone's favorite: Dodgeball.

Conquest

Engage in a game of territory acquisition and management, balancing strategy, basketball knowledge, and gameplay skills. For more information, see Conquest, pg.20.

Game Modes

Select from a variety of game modes, including Exhibition, Season, Playoffs, Shoot Around and Free Throw.

Profile

Manage your Profile, view your stats and access the game Options.

Online

Play online with friends or download content.

Shooting

Control the accuracy of your shots by using the Shot Meter to time your release. Press and hold **○** to initiate a shot and release **○** as your player releases his shot. A Shot Meter will appear as a halo around the ball and can cycle through up to four colors: Red, Orange, Yellow and Green. The color of the Shot Meter will tell you the quality of the shot taken. To dunk a shot, press and hold **○** when under or near the basket. **Note:** It is possible for the Shot Meter to not turn Green at all.

Free Throws

Shooting a Free Throw is just like taking a normal shot. Press and hold **○** to initiate the shot. When the Shot Meter around the ball turns green, release **○**.

Icon Passing

Use the Icon Passing system to pass the ball to a specific teammate and keep the defense on their toes. Press and hold **L** to bring up the passing icons above the players' heads, then press the corresponding button **×**, **□**, **△**, **○** or **R** to make a pass.

Note: You can also pass the ball without using Icon Passing. Press the analog stick in the direction of the teammate you want to pass to and press **×**.

Defensive Icon Switching

When on defense, you can use Icon Switching to switch control of a player to a different defender. Press and hold **L** to bring up the player icons and press the corresponding button **×**, **□**, **△**, **○** or **R** to instantly switch your control to a different player. **Note:** You can also switch defenders without using Icon Switching. Press **×** to quickly change control to the player nearest to the ball.

THE PAUSE MENU

Press  during a game to pause gameplay and access the Pause Menu. From this screen, you can change and set your Team Strategy, view Stats, adjust Options and Quit out to the Main Menu,

Team Strategy Set your Team Strategy, call a Time Out and make Substitutions.

Stats View Player and Team Stats.

Options View the controls via Controller Help, Change Teams, access Settings and Rules.

Quit Quit out and return to the Main Menu.

OPTIONS

You can adjust the game's options from the My Profile Menu. Use the analog stick or directional buttons to select an option category and then press  to confirm your choice.

Settings

Difficulty Select between ROOKIE, VETERAN and ALL-STAR difficulty levels.

Camera Choose a camera angle between ACTION, FOLLOW and SIDELINE.

Shot Meter Turn the Shot Meter ON/OFF. When set to OFF, the colored Shot Meter around the ball will not appear when shooting.

Skills Icon Turn the Skills Icons ON/OFF. When set to OFF, the highlighted Skills Icons will not appear underneath highly skilled players.

Fatigue Turn the player fatigue ON/OFF. Players will maintain their stamina level during the game with this option OFF.

Qtr Length Adjust the quarter length of each game.

Sfx Turn the game's sound effects ON/OFF.

Crowd Turn the Crowd effects ON/OFF.

Commentary Turn the Commentary ON/OFF.

Music Turn the game's music ON/OFF.

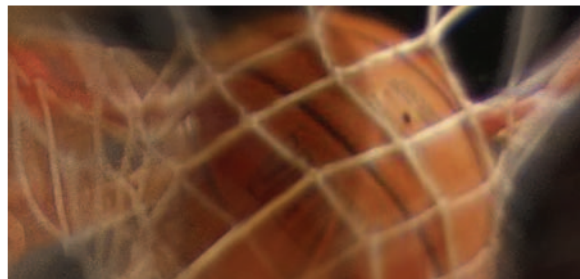
Rules

Fouls Turn Fouls ON/OFF.

Foul Out Adjust the number of fouls a player can make before getting called out of the game.

Backcourt Turn the Backcourt violation ON/OFF. A player will get called for this violation if he crosses halfcourt with possession of the ball and then the ball of player with possession reenters the backcourt.

Shot Clock Turn the Shot Clock violation ON/OFF. When set to ON, you have 24 seconds to shoot the ball and make contact with the rim without being called for a violation. If the Shot Clock runs out, the ball changes possession.



- Offensive 3 Sec** Turn the Offensive 3 Sec ON/OFF. When set to ON, you can only stay in the key for a total of three seconds.
- Defensive 3 Sec** Turn the Defensive 3 Sec ON/OFF. When set to ON, you can only stay in the key for a total of three seconds.
- Backcourt Time** Turn the Backcourt Time ON/OFF.
- Back to Basket** Turn the Back to Basket penalty ON/OFF.

Delete Data

Delete your Profile and saved data settings.

Note: Once saved data has been deleted it is lost and can no longer be recovered.

MULTIPLAYER

Play against your friends using the PSP® system's wireless capabilities. Either play online against the world's best or connect to your closest buddy through Ad hoc mode for a quick Exhibition game, Pickup game or fun Mini-Games.

Online Play

There are two ways to play **NBA 08** Online: Ad hoc or Infrastructure Modes. You can play an Exhibition or Pickup game, or compete in specialty events, such as Skills Challenge, 3 Point Contest, Horse, Dodgeball and more. **Note:** You must have a valid network configuration created on your PSP® system to get online. Refer to the instructions in the manual supplied with the system for more detailed information about connecting to the Internet.

Getting Online

1. On the Main Menu screen, select Play Online from any of the Online enabled game types (Exhibition, Mini-Games, Quick Play, etc.).
2. Choose INTERNET to connect to the Internet and find an opponent via Infrastructure Mode, or choose AD-HOC to challenge an opponent in your nearby area.
3. Select your connection. If you have more than one connection, select the one you want to use.
4. If you chose INTERNET, read and agree to the End User License Agreement by pressing . If you disagree, press  to decline and disconnect from the online service.
5. At the Online Lobby, press the analog stick or directional buttons  and  to cycle through the available Game Types, and  and  to scroll through the available player profiles. Press  and  to quickly scroll up and down the player profile pages. Press  to Challenge the player;  to view his or her History or to exit the lobby and shut down from the network.
- 6: Once a Challenge has been accepted, you will be immediately brought to the Team Select Menu if playing an Exhibition or Pickup Game, or Player Select Screen if playing a Mini-Game.

GAME MODES

HOTSPOT AND INTERNET SERVICE PROVIDERS, SCEA, and its affiliated companies are not affiliated with any of the Internet service providers (ISPs) or Hotspot Operators (collectively "Service Providers") that you may connect to when you wirelessly access the internet and are not responsible for any damages or injury arising from or related to your use of these services. When you access an ISP through a Hotspot you are providing information directly to the Service Provider and not to SCEA. This information is collected by the Service Provider and is not shared with SCEA. SCEA does not control the Service Provider's use of the information you provide. Before wirelessly accessing the Internet, you should carefully read the Service Provider's advertisements, user agreements, terms/conditions, and privacy policy. If you are unclear whether your use of the Service provider's service may involve charges or whether all of the Service Provider's advertised features will be available through the PSP system, or if you have any other questions concerning their services, please contact the Service Provider directly.



Exhibition

Exhibition games are one-game formats matching up any two teams from the league. You can choose from this year's NBA teams, the Eastern and Western All-Star teams.

Season

Play a Season by creating a New Season or loading a previously saved Season from your Memory Stick PRO Duo™.

Season Setup: From the Season Setup screen, you can set the parameters of your Season by choosing a team, the Season length, the Playoff length, and whether players will incur injuries during the Season. Seasons can be set to 29, 58, or 82 games (standard NBA season). If your team makes it into the Playoffs, you can set them up to be single elimination (lose one game and you are out), or a "best of" format. For example, in a "Best of 7" Playoff series, you need to win four out of the seven games to advance.

Schedule: View the entire game schedule your team will play during the Season. Games cannot be played out of order, but you can simulate games manually by highlighting a game date and pressing . You can simulate all games up to the game selected and then play the selected game by pressing . To view the schedules of other teams, press  and .

Rosters: From the Rosters Menu, you can edit the starters on your team, make trades, and sign free agents.

- **Trade Players:** Put your GM hat on and adjust your rosters via trades. Make as many trades as you like during a Season for any team. You can only make trades on a one-for-one basis. You can only trade one player at a time. Any trade you make will be accepted so you can trade any player on your team for any player in the league.
- **Free Agents:** Teams are always looking to add another piece to the puzzle and the Free Agent pool is your first place to look. When you check out Free Agents, you will find players trying to make a big-league team and players that have been released from other teams during the Season. You can sign Free Agents to any team, however rosters max out at 12 players. To add Free Agents, you must first release players into the Free Agent Pool to make room on a roster. To change between your team and Free Agents, press ◀ and ▶. To scroll through players, press ↑ and ↓. To release the player and sign a Free Agent, press ⊗.

Stats: You can view all team and player statistics, league leaders in all offensive and defensive categories, and division standings.

Reports: Keep track of everything going on in the league via the Reports menu. View player transactions, injury reports, and up-to-date All-Star voting. You can also see the awards handed out to the best players in the league at the end of the year.

Playoffs

Create a New Playoff or load a previously saved Playoff from your Memory Stick PRO Duo™. A complete set of team and player stats and reports will be generated throughout the Playoffs.

Playoff Setup: From the Playoff Setup screen you get to configure your Playoff experience. Choose the number of games, decide whether players will incur injuries during the Playoffs, adjust how the bracket is set up and pick the number of teams that will participate.

- **Number Games:** You can set your Playoff up to be single elimination in which teams will be eliminated from play if they lose one game, or a "Best of" format. In a "Best of 7" Playoff series, teams need to win four out of seven games to advance.
- **Brackets:** You can set up the brackets manually or choose teams randomly. You can also select the 2006 Playoff brackets, which are the actual Playoff match-ups from the 2005 Season.

Shoot Around

Practice the offensive moves of your players during a Shoot Around, including dribbling, dunking, and shooting (using the Shot Meter). You may switch which player you are controlling by passing the ball to the player you want to switch to. You may only pass to a player when that player does not already have a ball. You may also press  to practice free throws.

Free Throw

Practice free throw shooting by mastering your timing on shots. To change the player at the line, press  to pause the game. From the player name item, press ◀ and ▶ to choose a different player.

CONQUEST MODE

Take control of a team and play for regional supremacy, defending territories from challengers and adding new players in a quest for NBA domination.

How to Play

Select a team on the Conquest Map and then challenge them to a winner-takes-all game of hoops. Defeat the host city to steal the losing team's members and take over its territory. When challenged by another city, if you are victorious, you get to swap out one of their players with one of your own. Take control of all of the teams in a Division, and you get access to a retired superstar.

Instead of points, both teams have a Life Meter that drains every time the opposing team scores a basket. The first team whose meter runs out loses the match. You can increase your Life Meter and improve your skills by earning medals for accomplishing a variety of feats, such as scoring the most points or grabbing the most rebounds. For every three medals earned, your team receives a star, which in turn boost your team's Life Meter.

Conquest Basics

- Cities may only challenge adjacent cities. Pay special attention to territories with a lot of possible connections.
- There are no foul or clock violations, however you can still go out of bounds.
- If you challenge a city and lose, the winning city can swap out one of their players for one of yours.
- You do not have to challenge during your turn.
- The turn order is chosen randomly.
- You can speed up the computer's turns by holding down **□**.
- After every team has taken a turn, you can move players from city to city and save your turn.

CARNIVAL MODE

Participate in a variety of carnival-like mini-games, including Hot Shot!, Pinball, and Big Shooter, and win Tickets to purchase unlockable content.

Hot Shot!

You've got 60 seconds to make as many shots as possible. Pick up and toss the balls to make baskets by matching the power of your shots to the distance of the hoop in this arcade-style challenge. Pick a different mode with moving baskets to spice things up.

Controls

Move player analog stick or directional buttons **←/→**

Pick Up Ball **⊗**

Shoot Basket **⊗** (hold then release)

Big Shooter

Roll your ball down the ramp and try to get it into the baskets. Line up the moving directional arrow and charge your shot to go for the big points!

Controls

Move player analog stick or directional buttons **←/→**

Adjust Power **⊗** (hold to charge, then release)

Pinball

An arcade classic! Play on an NBA-themed pinball table and use your flippers to rack up points.

Controls

Pull Plunger **⊗**

Use Flippers **L** and **R**

Zoom In/Out **□**

Prizes

Cash in your Tickets for a variety of prizes, which include throwback jerseys, highlight reels and other cool content. Use the analog stick or directional buttons **↑** and **↓** to select your Prize and press **ⓧ** to cash in your Tickets.

MINI GAMES

Play a variety of fun and challenging Mini Games. Use the analog stick or directional buttons **↑** and **↓** to highlight a Mini Game and then choose an available play option from the list to the right. Once a Mini Game has been selected, use the analog stick or the directional buttons **↑** and **↓** to select a player slot and press **L** and **R** to choose a team or NBA player. When you're ready to start the Mini Game, press **ⓧ**.

Skills Challenge

The Skills Challenge is a shooting, passing, dribbling obstacle course in which the players are timed. Up to four NBA players can compete. The player that completes the course in the least amount of time wins. To select players for competition, press **L** and **R** to choose a team and then **←** and **→** to select a player. Fill your player slots and press **ⓧ** to start the challenge.

Own the Court

In this two-player mini game, the player with the highest amount of points after two minute wins. Each location on the floor has a point value ranging from 1 to 3 points. The shots made from these locations will determine your point total. When you choose players for the game, keep in mind that you will be controlling the player represented by the RED or BLUE square on the set up screen. As you make shots, the locations on the court will fill with RED or BLUE so you can keep track of where you have already made shots. Remember that you only get points for parts of the court that you control at the end of the game. If your opponent controls a section of the court, you can steal it by making the shot from the section!

3pt. Contest

Play in this 4 NBA player competition where you've got 60 seconds to hit as many "treys" as you can. There are five ball racks with five balls each. The first four balls from each rack are worth one point but the final ball is the "money ball". Sink the "money ball" and you earn two points — a great way to put some distance on the competition or play catch-up. Press the analog stick towards the ball rack to pick up the ball, then press and hold **○** to start your shot. Release **○** when the Shot Meter is GREEN to hit the shot. In a multi-player contest, the players with the most points advance to the final round.

CREDITS

Horse

Specify your shot via the directional buttons and call "net" by pressing **L**. If you make the shot, your opponent has to make the same shot or get a letter. Miss the shot and you have to match your opponent's shot if he makes it. The first player to spell out H-O-R-S-E is the loser.

Dodgeball

Dodgeball is back! Play this schoolyard favorite with all the NBA superstars!

Offense Controls

Move player analog stick

Pass 

Throw 

Fake Throw 

Head Shot 

Turbo 

Defense Controls

Move player analog stick

Switch Player 

Catch Throw 

Dodge 

Jump 

Turbo 

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"Above The Clouds"

Performed by Gang Starr
Featuring Inspectah Deck

Written by Christopher
Martin, Keith Elam, and
Jason Hunter

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"Boyz"

Performed by M.I.A.

Written by Maya
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"Feel Like..."

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Written by James Murphy

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Performed by The Oohlas

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- Connect the AC adaptor to the system and plug it into an electrical outlet.

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